

**GAM 205: Evolution of Games****Winter 2016/17****Instructor:** Mischa Hiessboeck**Email:** <mailto:mhiessbo@depaul.edu>**Office:** CDM - Office 430**Class Time:** M/W **3:10pm-4:40pm**, CDM 220**Office Hours:** M/W 8:45am-10:00am  
2:10pm-3:10pm**Drop Dates:** January 15, 2017 (with tuition refund)  
February 19, 2017 (no tuition refund)***Course Description***

This lecture course introduces students to the evolving forms, uses, and design of games. Topics covered include the relationship between game design and play, the role of games in fueling the technological imagination, the changing contexts in which games are designed and played (art, social impact, health, education), and the rise of the independent games sector. Students will produce weekly written responses to course material, lead a seminar discussion in small teams, and produce a final written or multimedia paper.

***Pre-Requisites***

- None

***Required Text***

1. Huizinga, J., "Homo Ludens: A Study of the Play-Element in Culture"

Additional required readings are listed in the class schedule. These readings will be available for download on D2L (<http://d2l.depaul.edu>) or are publicly available online.

***Learning Goals:***

- Develop an appreciation of the diverse contexts in which games are designed and played;
- Understand the role context plays in defining the identity, audience, and purpose of a game;
- Gain skills in critically analyzing game genres and their affordances;
- Develop communication skills to participate effectively in seminar-style discussions;
- Strengthen an ability to read and analyze texts for key ideas and understandings.

## Assignments and Grading

### Grade Scale

<b>A</b>	91 pts or more	<b>C</b>	71 – 78 pts.
<b>A-</b>	90 pts.	<b>C-</b>	70 pts.
<b>B+</b>	89 pts.	<b>D+</b>	69 pts.
<b>B</b>	81 – 88 pts.	<b>D</b>	61 – 68 pts.
<b>B-</b>	80 pts.	<b>D-</b>	60 pts.
<b>C+</b>	79 pts.	<b>F</b>	<b>59 pts. or less</b>

### Assignments



- 20 pts: **Class participation**
  - The overall grade for participation drops 3 points after any absence.
  - Coming 15 minutes late or leaving 15 minutes early constitutes an absence for the student.
  - Three absences for any reason, whether excused or not, may constitute failure for the course.
- 36 pts: **Blog-Based Annotated Bibliography**
  - See **Annotated Bibliography Instructions** document on D2L for details.
- 12 pts: **Student-Led Seminar**
  - See **Student Seminars** document on D2L for details.
- 16 pts: **Futurecast**
  - Pitch (1-paragraph) (2 pts.)
  - Outline showing Structure of Argument (4 pts.)
  - Final Version (10 pts.)
- 6 pts: **Midterm**
- 10 pts: **Final Exam**
- ?? pts: **Extra Credit Opportunities**

**Late assignments** – Late assignments will **not be accepted**. Assignments are due at the start of class unless otherwise stated.

### Academic Integrity

Please refer to the DePaul Student Handbook <http://academicintegrity.depaul.edu/> for information regarding academic integrity violations including the policies on cheating and plagiarism. Violations of this policy can result in automatic failure of an assignment, course, and more. I strongly encourage you to consult reference tools, scholarly projects and information databases, and academic journals that may be found on the Internet in addition to traditional print resources. Keep in mind, however, that electronic sources must be acknowledged.

## Class Schedule

Part I. Introduction – Thinking About Play			
Jan 2	Introduction	Jan 4	Understanding Play  <i>Readings due:</i> Huizinga – Homo Ludens (Ch. 1)
Jan 9	Defining Play  <i>Readings due:</i> Caillois – “The definition of play and...”	Jan 11	Play Everywhere?  <i>Readings due:</i> Jenkins – “Searching for the Origami Unicorn...”
Jan 16	NO CLASS – MARTIN LUTHER KING DAY	Jan 18	Art Games  <i>Readings due:</i> TBA
Jan 23	New Games Movement  <i>Readings due:</i> TBA	Jan 25 	Life 2.0 (watch film) <a href="http://life2movie.com/">http://life2movie.com/</a>
Jan 30	Midterm  Due: Annotation of “Life 2.0”	Feb 1	Virtual Worlds  <i>Readings due:</i> TBA
Feb 6	Games for Health  <i>Readings due:</i> TBA	Feb 8	Persuasive Games  <i>Readings due:</i> TBA <b>Due:</b> Futurecast Pitch
Feb 13	E-Sports  <i>Readings due:</i> TBA	Feb 15	War and the Military  <i>Readings due:</i> TBA
Feb 20 	Indie Game: The Movie (watch film) <b>Due:</b> Futurecast Outline	Feb 22	Indie Games  <i>Readings due:</i> Lipkin – “Examining Indie’s Independence...” Due: Annotation to “Indie Game: The Movie”
Feb 27	RPG and LARP  <i>Readings due:</i> TBA	Mar 1	TBA  <i>Readings due:</i> TBA
Mar 6	Interactive Fiction  <i>Readings due:</i> Niesz and Holland – “Interactive Fiction” Karhulathi – “Feelies”	Mar 8	Sex and Intimacy  <i>Readings due:</i> Watts, Sharlin & Woytiuk – “Matchmaker”
Mar 13 2:30pm – 4:45pm	<b>Futurecast presentations</b>  <b>Due:</b> Final Exam		

**Important:** Annotations for the Annotated Bibliography are due before class the day the reading is due.

## **Course Policies**

### **Changes to Syllabus**

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

### **Online Course Evaluations**

Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in [CampusConnect](#).

### **Academic Integrity and Plagiarism**

This course will be subject to the university's academic integrity policy. More information can be found at <http://academicintegrity.depaul.edu/>. If you have any questions be sure to consult with your professor.

### **Academic Policies**

All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the [University Academic Calendar](#). Information on enrollment, withdrawal, grading and incompletes can be found at: <http://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx>

### **Students with Disabilities**

Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential.

To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: [csd@depaul.edu](mailto:csd@depaul.edu).

Lewis Center 1420, 25 East Jackson Blvd.

Phone number: (312)362-8002

Fax: (312)362-6544

TTY: (773)325.7296

***Course Policies (cont.)***

Class Discussion: Student participation in class discussions will be measured in two ways. First, students are highly encouraged to ask questions and offer comments relevant to the day's topic. Participation allows the instructor to "hear" the student's voice when grading papers. Secondly, students will be called upon by the instructor to offer comments related to the reading assignments. Students must keep up with the reading to participate in class discussion.

Attitude: A professional and academic attitude is expected throughout this course. Measurable examples of non-academic or unprofessional attitude include but are not limited to: talking to others when the instructor is speaking, mocking another's opinion, cell phones ringing, emailing, texting or using the internet whether on a phone or computer. If any issues arise a student may be asked to leave the classroom. The professor will work with the Dean of Students Office to navigate such student issues.

Civil Discourse: DePaul University is a community that thrives on open discourse that challenges students, both intellectually and personally, to be [Socially Responsible Leaders](#). It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student. Any instances of disrespect or hostility can jeopardize a student's ability to be successful in the course. The professor will partner with the Dean of Students Office to assist in managing such issues.

Cell Phones/On Call: If you bring a cell phone to class, it must be off or set to a silent mode. Should you need to answer a call during class, students must leave the room in an undistruptive manner. Out of respect to fellow students and the professor, texting is never allowable in class. If you are required to be on call as part of your job, please advise me at the start of the course.